

Colorado Thespians proudly presents:

Improv Frenzy

Part of being a great improviser is being able to stay calm while in the midst of the flurry and excitement surrounding a performance. Because you are not only acting, you are also writing your entire script as you go, and being able to focus and be in the moment with your fellow cast members is crucial. The Improv Frenzy will test the player's ability to stay connected and perform fluidly by giving a completely fresh approach to what they currently know about improv.

The Improv Frenzy combine students from different schools on teams with people from other schools who have been working on playing the same games. A good improviser knows their stuff and is excited to jump into The Improv Frenzy and play with people they meet for the first time.

How the Improv Frenzy works:

- There is a limit of 25 teams who may participate in this event.
- Each school may submit one team of five students who have been working solidly on the games that will be scored by the Improv Frenzy moderators.
- The frenzy begins when the five players from each school are broken up and placed on a new team of five, consisting of students all from other schools. At the conference, each team will have 30 minutes to meet, warm up and go over the five games they will be playing together.
- Each game will be played in one of five rooms and each of those rooms is assigned a game. An Improv Adjudicator will enter each room to introduce and judge one of the five games the team will be playing. Teams will not know what game is going to be announced by each adjudicator. The adjudicator will simply show up in each room to announce which of the five games they are judging based on what the Improv Frenzy Moderator assigned to that adjudicator.
- The team with the highest accumulative score for the day will be announced Saturday afternoon at the conference's closing ceremonies, and that team will perform their highest scoring game for the entire audience.

Points are awarded based on:

- Each group's ability to play together as a cohesive unit. The four games in this event are to be played by all members of the team. Group participation and every individual's ability participate in a way that helps build something unique, as a team, is essential. This most definitely includes being able to give and take focus in a way that is polite and helps you to share the stage without railroading one another.
- A group's ability to follow the rules set forth by the Improv Frenzy coordinator. This is especially important, as many games are taught by different names or with

slightly different rules. In order to maintain consistency across the board for the Improv Frenzy, it is imperative that all teams learn to play these games by the same rules.

- Being able to give and take focus when in a scene with new people. Since group participation is a high priority in this event, being able to share the stage without running over one another will be
- Ability to play each game within the allotted time limit.
- Playing at the top of their intelligence, i.e., no blue or shock value humor, please... & thank you!

Official Improv Frenzy Game List & Rules

Conducted Story- Full team plays

In this game, the team will stand in a semi circle, facing the moderator. The moderator will give each team a suggestion of a title of a story that has never been written before. The moderator will then act as a conductor with his symphony, pointing to an individual on the team who begins telling the story. At any point, the moderator will point to another person on the team who ***must pick up the story exactly at the point where the last individual was cut off***. If the last person cut off began a thought, the next person must finish that thought without repeating anything that was just said by the person who was cut off. If the last person cut off was only able to get out one syllable or the first letter of a word's sound, the next person must finish that word without repeating that first syllable or letter's sound.

Code Word- Full team plays

Each team member is assigned a code word and the group is given a suggestion for a scene by the moderator. Two of the team members begin the scene during which any of the five code words can be mentioned and justified within the context of the scene. When a player already in the scene says another player's code word, the player to which that word was assigned must justifiably enter or exit the scene based on where they are when the word is said. It is important for all players to be in tune with their code words as they are being used. A large portion of this game's scoring depends a player's ability to pay attention to their word being said and acting accordingly, as it sometimes may be used quite frequently.

Blind Lines- Full team plays

The moderator for this game will give each team member slips of paper containing random lines of dialogue from conversation, songs or movies. The slips of paper will be put into their pockets or held in their original folded form until used in the scene. Two players will begin the scene with an idea suggested by the moderator. At any point during the scene, the players may read one of their slips of paper as a replacement for what they were going to say next. Players who are not the original scene starters may enter and exit the scene justifiably and use their slips in the same manner. Players must fluidly justify the random line they have just read within the context of the scene and slips should be used alternated along with dialogue between players and not as a replacement for each line of dialogue.

Movie Review- Full team plays

The moderator for this game will give each team a suggestion of a title of a movie that has never been written before. Two players will begin the game, as two movie reviewers hosting their own show similar to Ebert & Roeper. At the top of the game, they must name themselves and their show, both establishing well-rounded, opinionated movie critics, thus providing the energy for their show. As the critics discuss the movie, they will cut to clips of the movie, which will be a cue for the other players to improvise the scene they have just set up. It is important for the players who create the clips from the movie to be sure to take the set up from the critics and use it to create new information in the clip instead of replaying an exact version of what the reviewers just said. Scoring for this game will be based on the critic's ability to set the clips up with open-ended descriptions of what the clip is about so that the players who create that clip may openly interpret what the scene is, thus building the game and the story together with the critics.

Party Quirks- Full team plays

One member of the team will be hosting a party and the adjudicator will give a slip of paper listing a character to each of the four remaining actors. Once all four actors know their character, the host begins to set up for their party. After a quick 10-15 second party set up, the host will go to the door where the first character should be ready to enter the party, dropping slight clues as to who or what they are with every line of dialogue. Eventually, each of the other characters will enter the party one by one. They are all able to drop hints about one another, helping the host to guess not only who they are, but also who the other guests at the party are. Once the host guesses a character correctly, the audience applauds to let them know they are correct and that character leaves the scene. In this game, scoring will hinge on the amount of time it takes actors to give clues to the host in order for the host to guess all four guest's characters correctly. It is important to not give such obvious clues that the host is able to guess who each actor is within the first minute of the game. It is also important to be sure that every line of dialogue helps to steer the host in the right direction to guess vs. confusing them with unnecessary information that is not pertinent to the character at all.